AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS

Claims 1-22 (Cancelled).

23.   (New) A method for use with a gaming machine, the method comprising the steps of:

generating a plurality of award sets each of which comprises a plurality of outcomes, each of the outcomes being either an integer having a positive value or a non-winning outcome, wherein a total number of the integers having a positive value in any one of the award sets is not equal to a total number of the integers in any other of the award sets, and wherein a sum total of the positive value for all integers in any one of the award sets is equal to a sum total of the positive value for all integers in any other of the award sets;

selecting an award set from the award sets;

selecting an outcome from the award set; and

when the selected outcome is a said positive value integer, awarding a player game play credits, wherein the game play credits have a value that is equal to the positive value of the integer.

24.   (New) The method as claimed in claim 23, further comprising the steps of:

selecting a further award set from the award sets;

selecting a further outcome from the further award set; and

when the selected further outcome is a said positive value integer, awarding the player further game play credits, wherein the further game play credits have a value that is equal to the positive value of the further integer.

25.   (New) The method as claimed in claim 24, wherein the steps of selecting the award set and selecting the further award set each comprise allowing a player to select the award set and the further award set.

26. (New) The method as claimed in claim 23, wherein the highest value positive integer of one of the award sets is at least twice as large as the highest value positive integer of another of the award sets.

27. (New) The method as claimed in claim 26, wherein the number of integers is equal for each of the award sets.

28. (New) The method as claimed in claim 27, wherein within at least one of the award sets there is at least a factor of four difference between the highest and lowest values of said positive value integers.

29. (New) The method as claimed in claim 27, wherein one only of the award sets has a single positive value integer.

30. (New) The method as claimed in claim 29, wherein one only of the award sets has no said non-winning outcomes.

31. (New) A gaming machine comprising an electronic game controller comprising a program, a player interface and a display, wherein the program causes the electronic game controller to:

maintain a plurality of award sets each of which comprises a plurality of outcomes, each of the outcomes being either an integer having a positive value or a non-winning outcome, wherein a total number of the integers having a positive value in any one of the award sets is not equal to a total number of the integers having a positive value in any other of the award sets, and wherein a sum total of the positive value for all integers in any one of the award sets is equal to a sum total of the positive value for all integers in any other of the award sets;

select an award set from the plurality of award sets;

select an outcome from the selected award set; and

when the selected outcome is a said positive value integer, award a player game play credits, wherein the game play credits have a value that is equal to the positive value of the integer selected from said selected award set.

32.   (New) The gaming machine as claimed in claim 31, wherein the program further causes the electronic game controller to:

    select a further award set from the plurality of award sets;

    select a further outcome from the further award set; and

    when the further outcome is a said positive value integer, award the player further game play credits, wherein the further game play credits have a value that is equal to the positive value of the further integer.

33.   (New) The gaming machine as claimed in claim 32, wherein the player interface includes selectors operable by a player of the gaming machine and wherein, to select the award set and select the further award set, the electronic game controller allows a player, by operating the selectors, to select the award set and the further award set.

34.   (New) The gaming machine as claimed in claim 33, wherein the highest value positive integer of one of the award sets is at least twice as large as the highest value positive integer of another of the award sets.

35.   (New) The gaming machine as claimed in claim 34, wherein the number of integers is equal for each of the award sets.

36.   (New) The gaming machine as claimed in claim 35, wherein within at least one of the award sets there is at least a factor of four difference between the highest and lowest values of said positive value integers.

37.   (New) The gaming machine as claimed in claim 36, wherein one only of the award sets has a single said positive value integer.

38.   (New) The gaming machine as claimed in claim 37, wherein one only of the award sets has no said non-winning outcomes.